CS 161 Week 3 Worksheet: Type & Variables, Input/Output, Conditionals, VIM (2 points)

Type & Variables [20 min]

- 1. Terms to define
 - Signed vs. unsigned
 - Variable
 - rvalue vs. lvalue
 - pre and post increment/decrement
 - %
- 2. Explain each of the following data types: **int, float, double, char, bool**. Include a visual representation of their respective sizes.
- 3. Using a byte of space, what happens when you subtract 1 from the unsigned binary number, 00000000? What about adding 1 to unsigned binary number, 111111111?
- 4. What are two ways to create a constant in C++? What are the pros and cons for each?
- 5. In the following example, say what will be print to the screen. Explain how the variables change throughout the program. Do not program the example.

```
#include <iostream>
using namespace std;
int main () {
  int sum, a = 7, b = 6, c, x = 12;
  b = a;
  cout << "The value of b is: " << b << endl;
  a = b;
  b = x;
  cout << "The value of a is: " << a << endl;
  cout << "The value of x is: " << x << endl;
  cout << "The value of b is: " << b << endl;
  cout << "The value of b is: " << b << endl;
  sum = b + a + c;
  cout << "The value of sum is: " << sum << endl;
  return 0;
}</pre>
```

Conditionals [30 min]

- 1. What are relational operators? How do they work?
- 2. What are logical operators? How do they work?
- 3. What is the difference in switch vs. if/else?
- 4. What are the limitations with a switch?
- 5. What if you are missing a break in a switch?

6. Can you write the following code without using any logical operators?

```
cout << "Are you hungry? (0-no, 1, yes) << endl;
cin >> choice;
if(choice == 1 && store == OPEN) {
    //get some food from the store
} else if (choice == 1 && store == CLOSED) {
    //make some food at home
} else {
    // I am not hungry
}
```

- Assignment #1 Questions (If there is time)
- Some practice on vim (self study) :

Vim and Terminal Commands:

What is/are the command(s) for...

- List all files in your home directory.
- List all hidden files in your home directory.
- List all files and their permission in your home directory.
- Print working (current) directory.